**GAME PROGRAMMING  
(CSCI 2413/01)**

**Spring, 2022**

**Homework 03**

A screenshot of a computer

Description automatically generated

Build a maze like the maze above that allows a character to move through the maze by using the arrow keys.

Rules:

**Part 1:**

* Player cannot move through the walls.
* Player should be able to navigate through the maze using the arrow keys

**Part 2:**

* Find an image to use for the walls instead of a solid color.
* Find an image to use for the Player and add a moving animation.
* If the Player collides with a wall, it moves the Player back to the starting point.
* Add at least 4 objects for the Player to collide with and make them disappear when the Player makes contact.

**Part 3:**

* Add a HUD (Heads up display) to keep track of how many times the player has run into the wall and how many items have been collected.
* Change the camera to follow the player as they move through the maze.
* Add a sound for when the play runs into a wall
* Add a different sound when the player collects an item